Heads Up, Level Up

The vibe: three fast detective and observation games, fully indoor, zero materials. Read the room, read people. Character trait today: **Social Awareness** (noticing other people's cues, body language, and behavior).

1 · Heads Up, Seven Up (6–21 min) — tap, stand, read the clue

Play Seven taggers up front; everyone else heads down, one thumb up. Each tagger pushes one thumb down and returns. "Heads up, seven up!" Tapped players stand and guess who tapped them, giving a reason from what they noticed. Correct guess = swap in as a tagger.

Run it No-peek honor code; tap a thumb only, quiet feet, one lap each. The reason is the game (footstep, shoe, sleeve, giggle). Cheer good reads, not just correct names.

Diff 6-8: scale to 10 taggers, timed speed round, "reason required" enforced, squad points for reasoned catches. Simpler/mixed: 3-4 taggers, name-only guesses, short rounds.

2 · Wink Assassin (21–36 min) — silent winker, dramatic falls

Play Eyes closed, coach taps one secret Winker; pick a Detective for the middle. Mingle or circle with eye contact. Winker winks; the winked player counts to three then falls out. Detective gets three guesses before the room clears. Rotate roles.

Run it Pick the Winker discreetly (tap or marked card). Coach the three-second delay so the wink cannot be traced instantly. Wrong guesses burn one of the Detective's three.

Diff 6-8: mingle on feet, two Winkers in big groups, squad points for catches and clear-outs. Simpler/mixed: seated circle, one Winker, timed unlimited guesses, gentle falls.

3 · Signs (36–50 min) — pass the hidden sign, catch the holder

Play Everyone invents a unique hand sign and shows it once. Detective in the center. The holder passes by making their own sign then someone else's; that person now holds it. Detective tries to catch the current holder mid-pass. Caught holder becomes the new Detective.

Run it Teach "your sign, then their sign" with a slow demo lap. Coach misdirection, glance anywhere but at the holder. Use a guess or time limit to rotate Detectives.

Diff 6-8: speed up passing, two signs in play at once, points for the longest-surviving holder. Simpler/mixed: slow passing, simple signs, unlimited Detective guesses.

4 · Finale + Wristband (50–60 min)

Crown the top Detective(s) with the most correct catches, and celebrate the sneakiest Winker and sign-passer (best poker faces). Tally squad points if used, then one group cheer.

Award the **Social Awareness** trait wristband to kids who caught a clever clue, read a teammate's body language, or backed a guess with a real observation.

Bank If a game stalls or the room is tight: Fibber (read the tell, true or fib), Mingle Mingle (walk, call a number, scramble into groups), Follow the Leader Detective (spot who starts the motion). All zero materials.

Today's one line (say it together before you start): "I read the room, I read people, and I keep a straight face."